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What is claimed is:

- 1 1. A method of communicating in a wireless network, comprising:
2 pre-allocating, to a packet-switched real-time, interactive communications
3 application, resources of at least one node of the wireless network, the pre-allocated resources
4 comprising resources normally allocated in response to a call setup request;
5 receiving a first call setup request after pre-allocating the resources; and
6 establishing, in response to the first call setup request, a packet-switched real-time,
7 interactive communications session through the wireless network using the pre-allocated
8 resources of the at least one node.
- 1 2. The method of claim 1, wherein pre-allocating the resources comprises pre-allocating
2 resources of one of a base transceiver system and base station controller.
- 1 3. The method of claim 1, wherein pre-allocating the resources comprises pre-allocating
2 resources of a packet data serving node.
- 1 4. The method of claim 1, wherein pre-allocating the resources comprises pre-allocating
2 resources of at least one of a press-to-talk server, voice-over-Internet Protocol server, and a
3 call session control function module.
- 1 5. The method of claim 1, wherein pre-allocating the resources further comprises
2 allocating a dedicated channel between the at least one node and a second node in the
3 wireless network to carry call control packets for the packet-switched real-time, interactive
4 communications application.
- 1 6. The method of claim 5, wherein allocating the dedicated channel between the at least
2 one node and the second node in the wireless network to carry packets for the packet-
3 switched real-time, interactive communications application comprises allocating one of a
4 T1/E1 trunk, Ethernet link, and IP route.

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1 7. The method of claim 1, wherein pre-allocating the resources comprises pre-allocating
2 binding information of a mobile station, the method further comprising:
3 storing the binding information in a base station controller; and
4 using the binding information stored in the base station controller for establishing the
5 packet-switched real-time, interactive session in response to the first call request.

1 8. The method of claim 7, wherein pre-allocating the resources comprises pre-allocating
2 user-related information of a mobile station, the method further comprising:
3 storing the user-related information in the base station controller; and
4 using the user-related information stored in the base station controller for establishing
5 the packet-switched real-time, interactive session in response to the first call request.

1 9. The method of claim 1, wherein pre-allocating the resources comprises pre-allocating
2 binding information of a group of mobile stations, the method further comprising:
3 storing the binding information in a base station controller; and
4 using the binding information stored in the base station controller for establishing the
5 packet-switched real-time, interactive session in response to the first call request.

1 10. The method of claim 1, further comprising:
2 in response to an event, a management system sending a request to pre-allocate
3 resources to the at least one node,
4 wherein pre-allocating the resources is performed in response to the request to pre-
5 allocate.

1 11. The method of claim 10, wherein sending the request to pre-allocate is performed
2 during a provisioning process.

1 12. The method of claim 1, wherein pre-allocating the resources is performed in response
2 to initiation of a mobile station.

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1 13. A system comprising:
2 an interface to a communications network; and
3 a controller coupled to the interface to:
4 receive a request to pre-allocate call setup resources in the system to a packet-
5 switched real-time, interactive application;
6 in response to the request, pre-allocate the call setup resources in the system;
7 receive a call setup request after pre-allocating the call setup resources; and
8 in response to the call setup request, set up a packet-switched real-time,
9 interactive communications session using the pre-allocated call setup resources.

1 14. The system of claim 13, wherein the pre-allocated call setup resources include at least
2 one of hardware, software, and communications elements of the system, wherein the pre-
3 allocated call setup resources enable avoidance of allocating the pre-allocated call setup
4 resources during a call setup procedure in response to the call setup request.

1 15. The system of claim 13, wherein the pre-allocated call setup resources include at least
2 one of user-related information, binding information, and mobility information, the system
3 further comprising a storage to store the at least one of user-related information, binding
4 information, and mobility information,
5 the controller to set up the packet-switched real-time, interactive communications
6 session in response to the call request using the at least one of the user-related information,
7 binding information, and mobility information.

1 16. The system of claim 13, wherein the pre-allocated call setup resources further
2 comprise a dedicated channel between the system and another node in a wireless network.

1 17. The system of claim 13, comprising one of a base transceiver system, base station
2 controller, and packet data serving node of a wireless network.

1 18. The system of claim 13, wherein the packet-switched real-time, interactive application
2 comprises at least one of a press-to-talk application, voice-over-Internet Protocol application,
3 text chat application, and instant messaging application.

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1 19. An article comprising at least one storage medium containing instructions that when
2 executed cause a system to:
3 receive a request to pre-allocate resources for a packet-switched real-time, interactive
4 application, the pre-allocated resources normally allocated during a call setup procedure,
5 wherein the pre-allocated resources enable avoidance of allocating the resources during a call
6 setup procedure;
7 in response to the request, pre-allocate the resources and store information pertaining
8 to the pre-allocated resources in a storage; and
9 subsequent to pre-allocating the resources, process a call setup request using the pre-
10 allocated resources.

1 20. The article of claim 19, wherein the pre-allocated resources include at least one of
2 user-related information, binding information, and mobility information, wherein the system
3 comprises a base station controller having the storage to store the at least one of the user-
4 related information, binding information, and mobility information.